

PROJECT FINAL REPORT

TEAM ID : NM2023TMID06862

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PROJECTNAME : Subscribers Galore- Worlds top youtube channel analysis

1.INTRODUCTION:

PROJECT OVERVIEW:

The "Subscribers Galore" project is a comprehensive analysis of the world's top YouTube channels. YouTube has become a global platform for content creators to share their videos, entertain, educate, and connect with millions of viewers. This project aims to delve deep into the most successful YouTube channels, exploring various aspects to understand the factors contributing to their popularity and success.

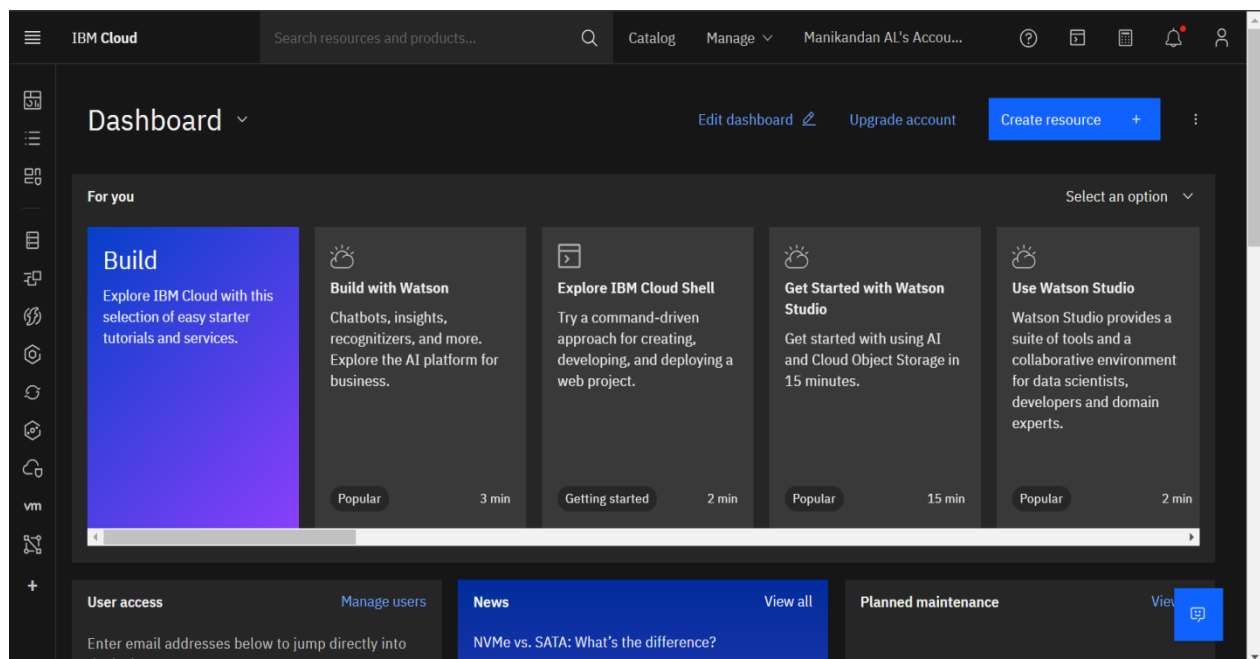
PURPOSE:

The purpose of the "Subscribers Galore - World's Top YouTube Channel Analysis" project is to analyze and understand the strategies, content characteristics, and demographic dynamics underpinning the world's most successful YouTube channels, with the goal of offering valuable insights to

content creators, businesses, marketers, and researchers, and to enhance the general audience's understanding of YouTube as a major digital entertainment and information platform.

2. .Data Collection & Extraction From Database:

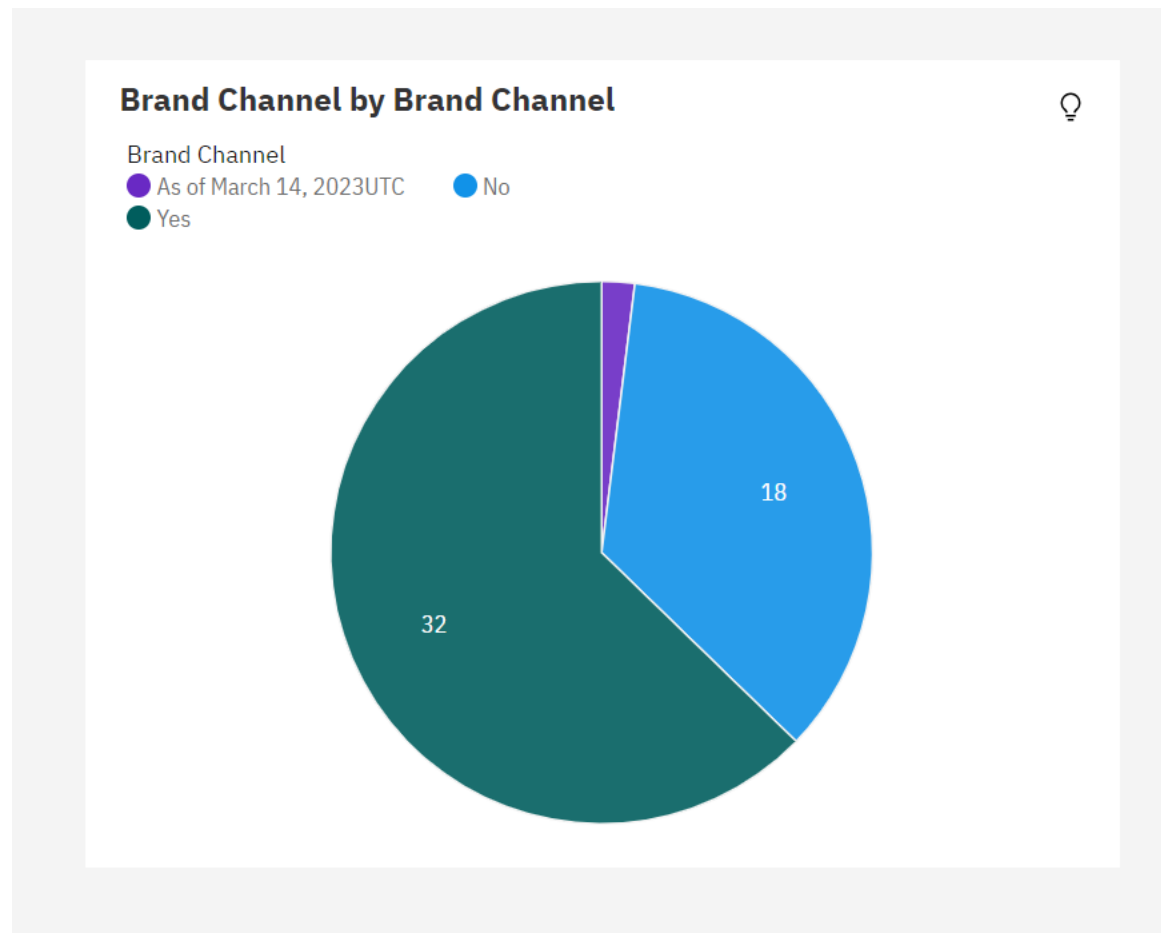
Collecting the dataset from Kaggle and uploading into IBM Cloud for connecting Cognos into db2. Storing Data In DB2 & Perform SQL Operations.



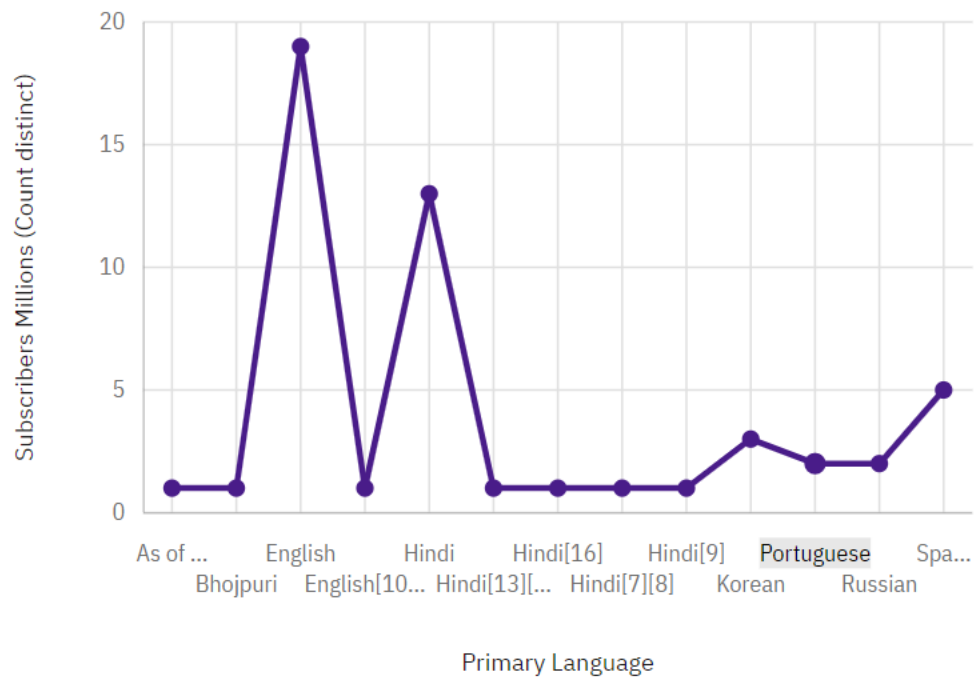
3. VISUALIZATION USING IBM COGNOS ANALYTICS:

These are the 8 types of visualization created using IBM Cognos Analytics .

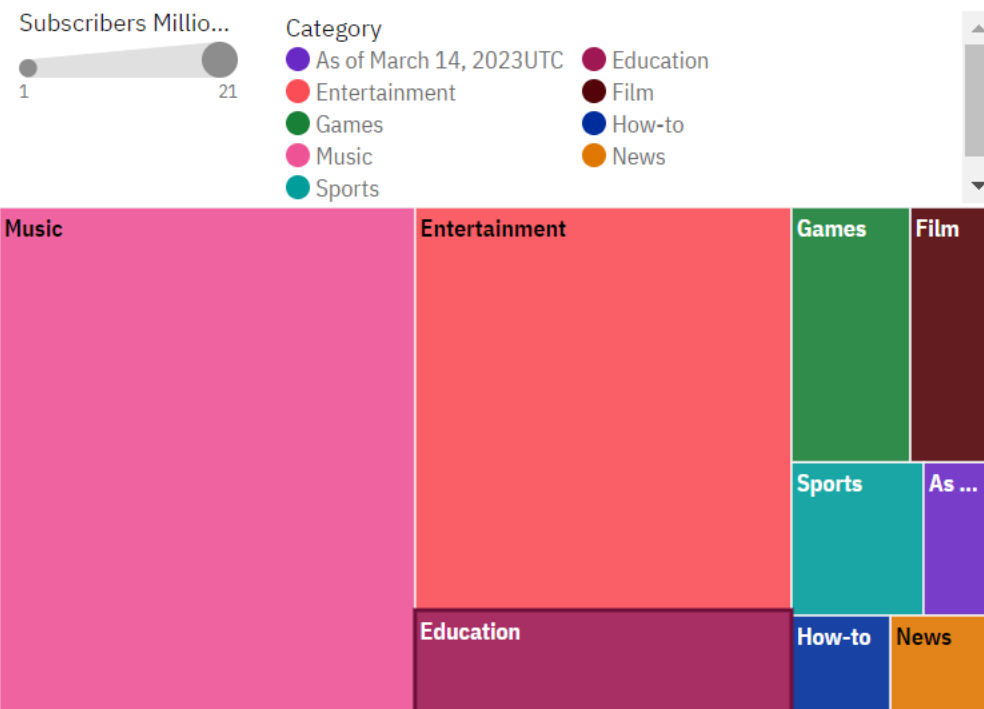
The graphs are created with different types of visualization



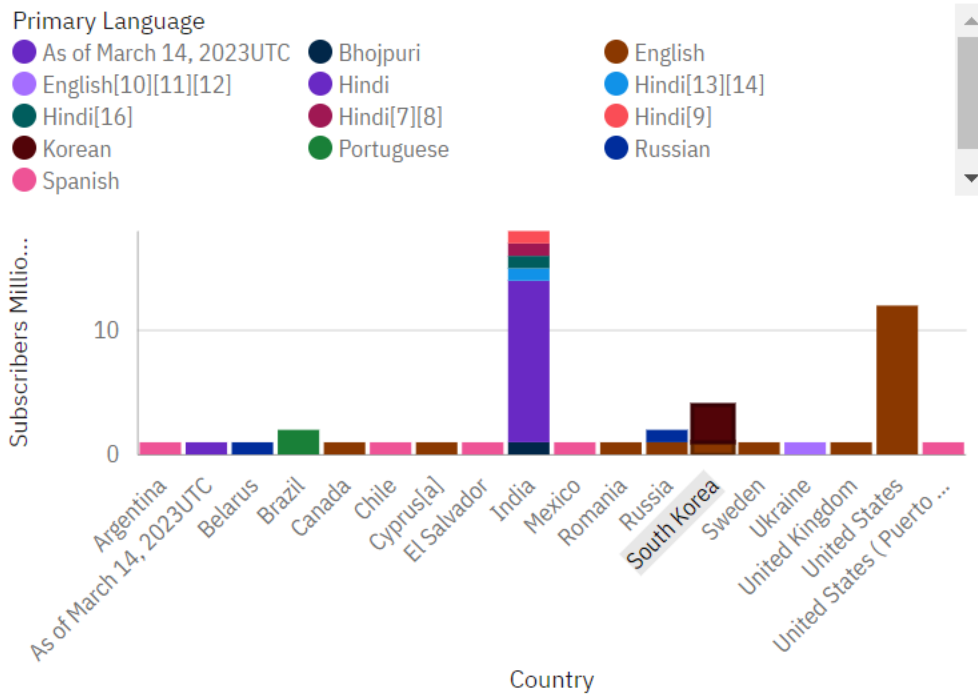
Subscribers Millions by Primary Language



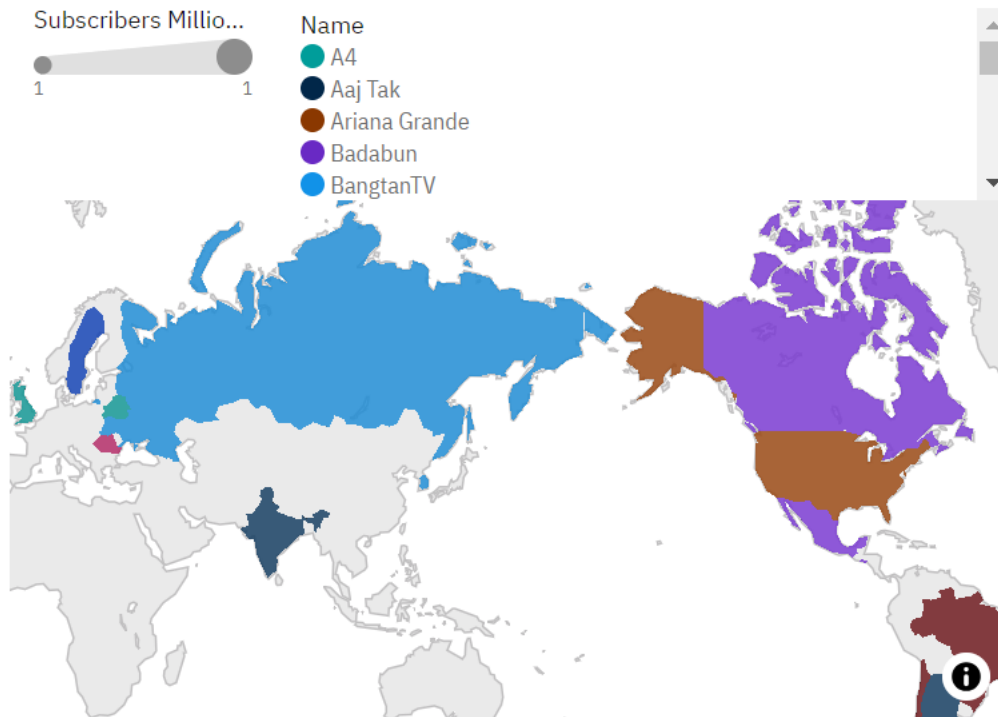
Subscribers Millions for Category hierarchy



Subscribers Millions by Country colored by Primary Language



Name and Subscribers Millions for Country regions

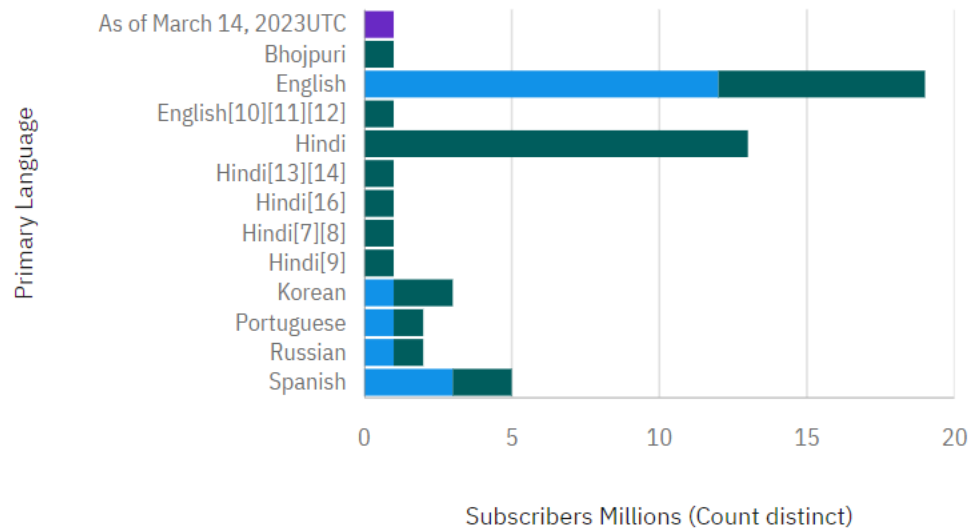


Subscribers Millions by Primary Language colored by Brand Channel

Brand Channel

As of March 14, 2023UTC No

Yes



Subscribers Millions by Primary Language colored by Category

Category

As of March 14, 2023UTC

Education

Entertainment

Film

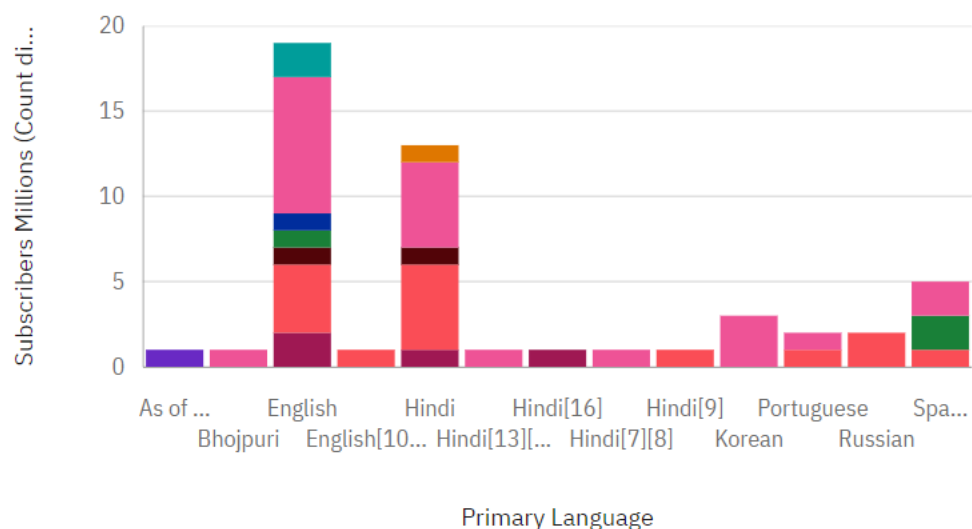
Games

How-to

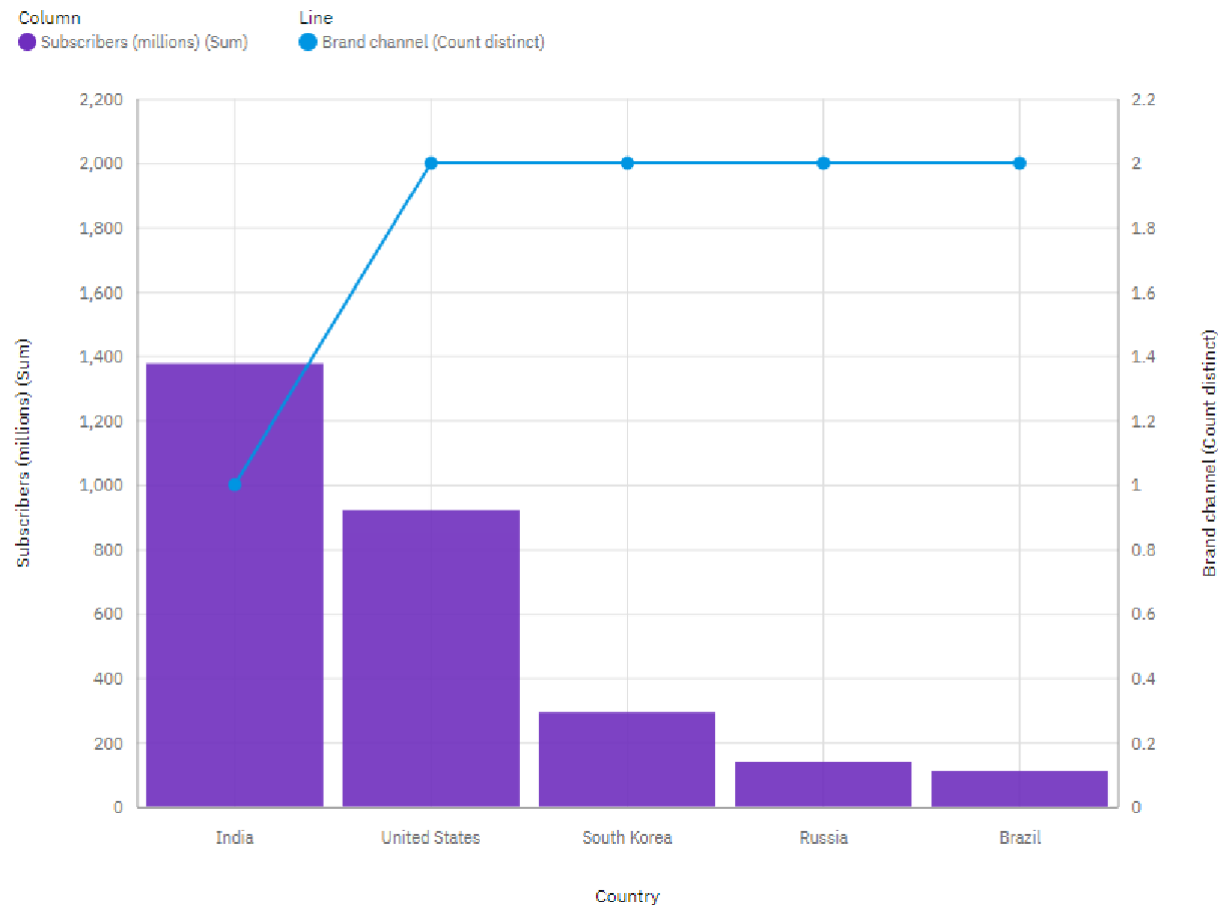
Music

News

Sports



Brand channel and Subscribers (millions) by Country

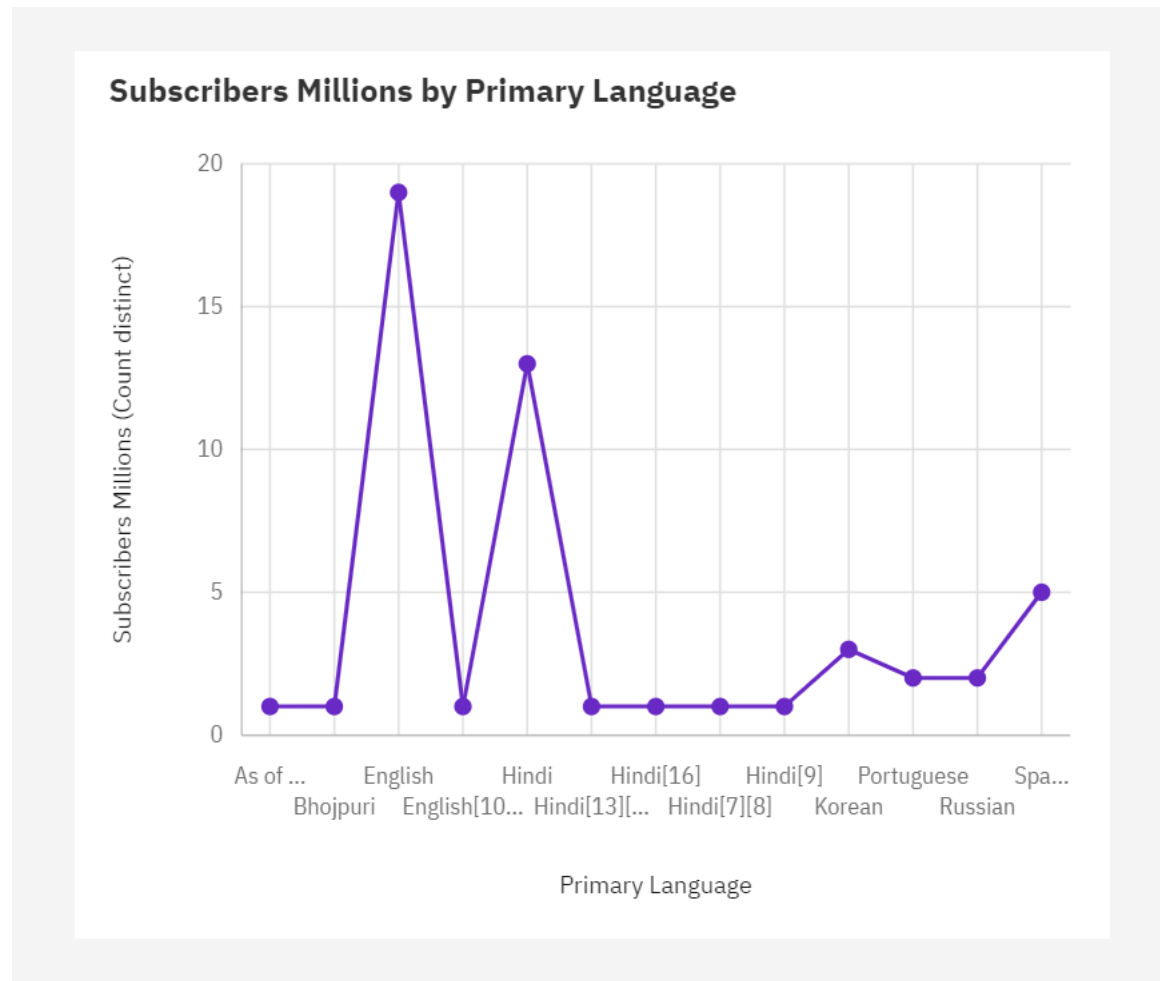


4.STORY:

A data story is a way of presenting data and analysis in a narrative format, with the goal of making the information more engaging and easier to understand.

A data story typically includes a clear introduction that sets the stage and explains the context for the data, a body that presents the data and analysis in a logical and systematic way, and a conclusion that summarizes the key findings and highlights their implications. Data stories can be told using a variety of mediums,

such as reports, presentations, interactive visualizations, and videos.



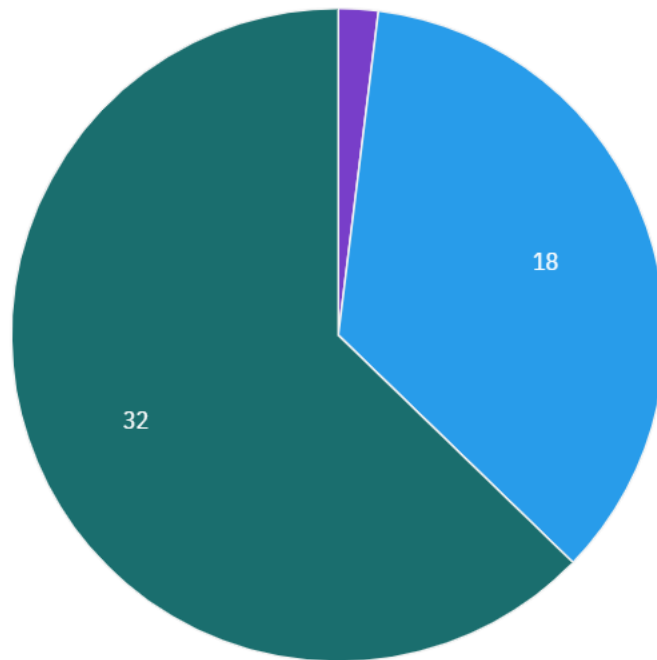
Brand Channel by Brand Channel



Brand Channel

As of March 14, 2023UTC No

Yes



Click to add text

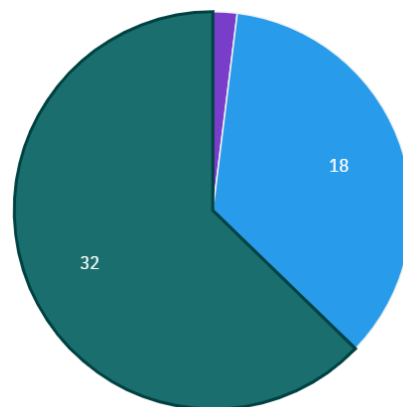
Brand Channel by Brand Channel

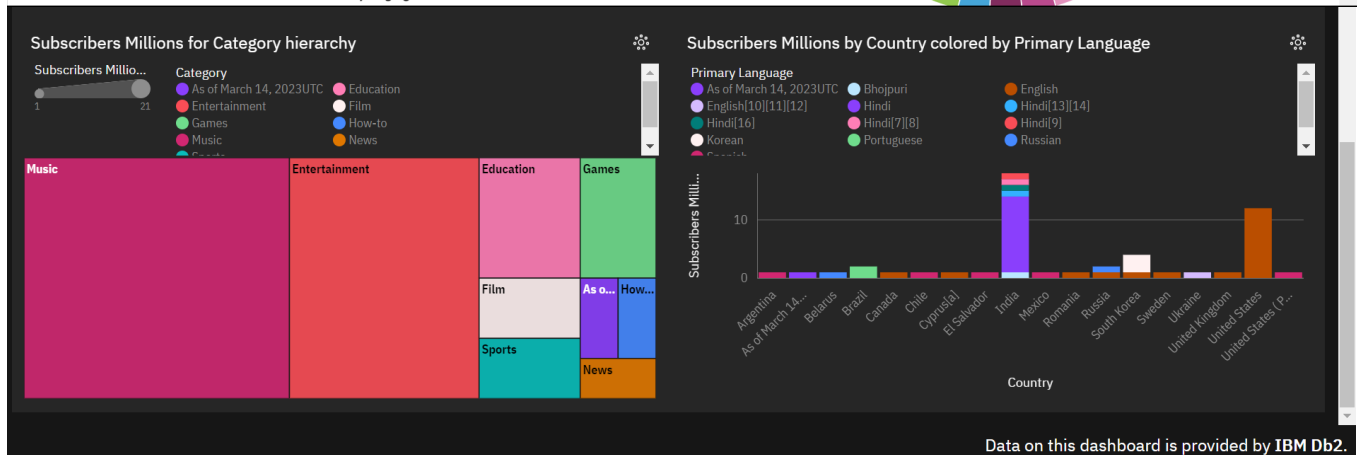
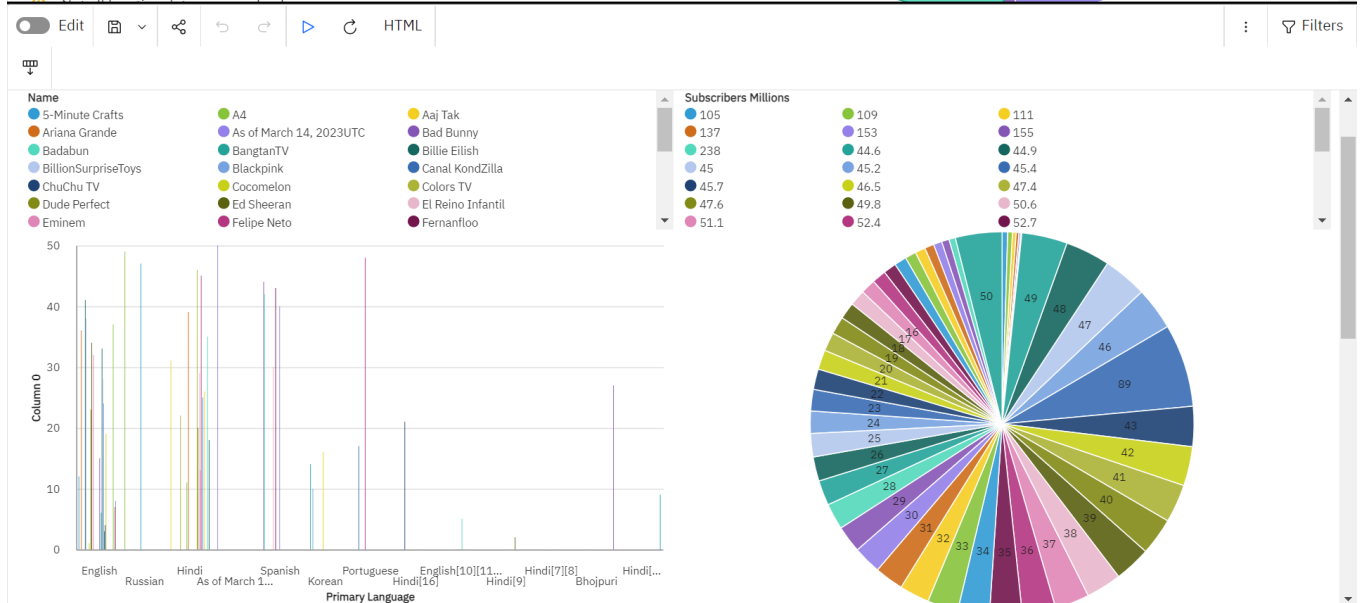
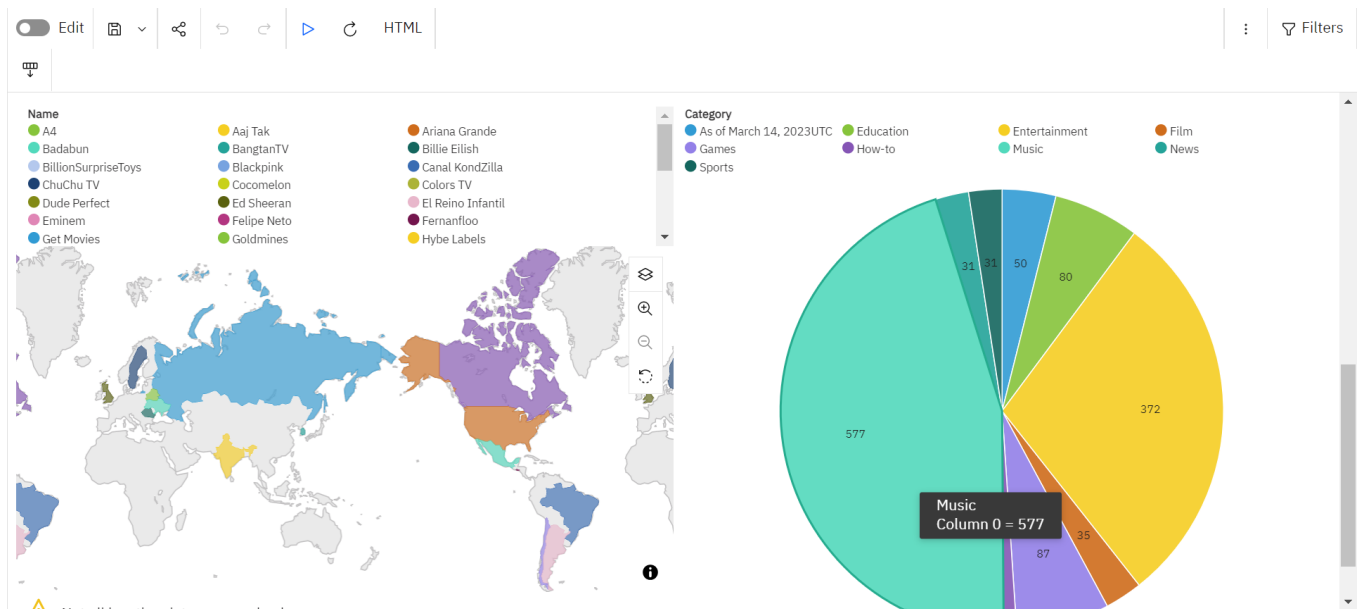


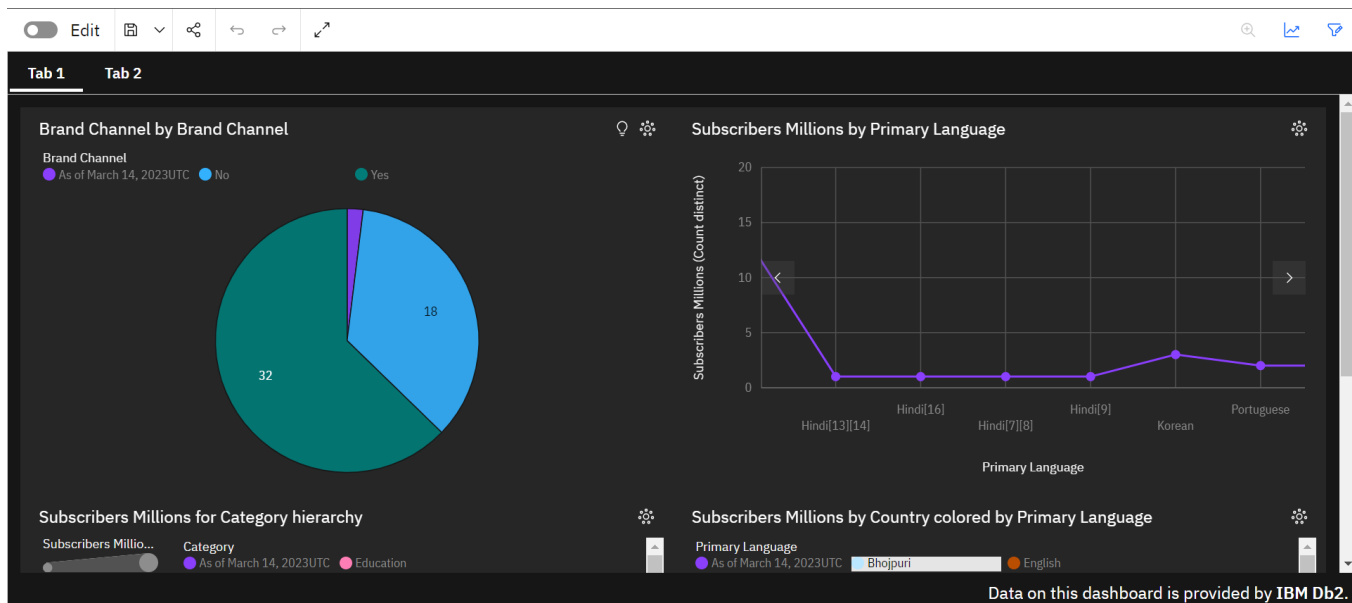
Brand Channel

As of March 14, 2023UTC No

Yes



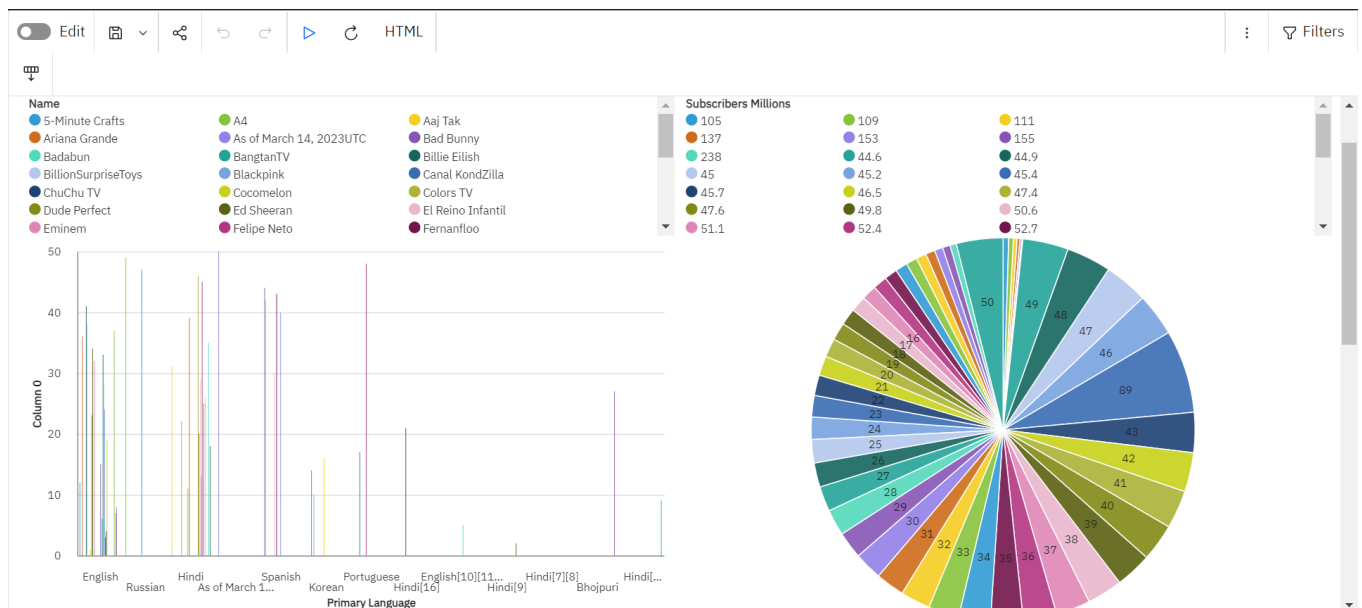


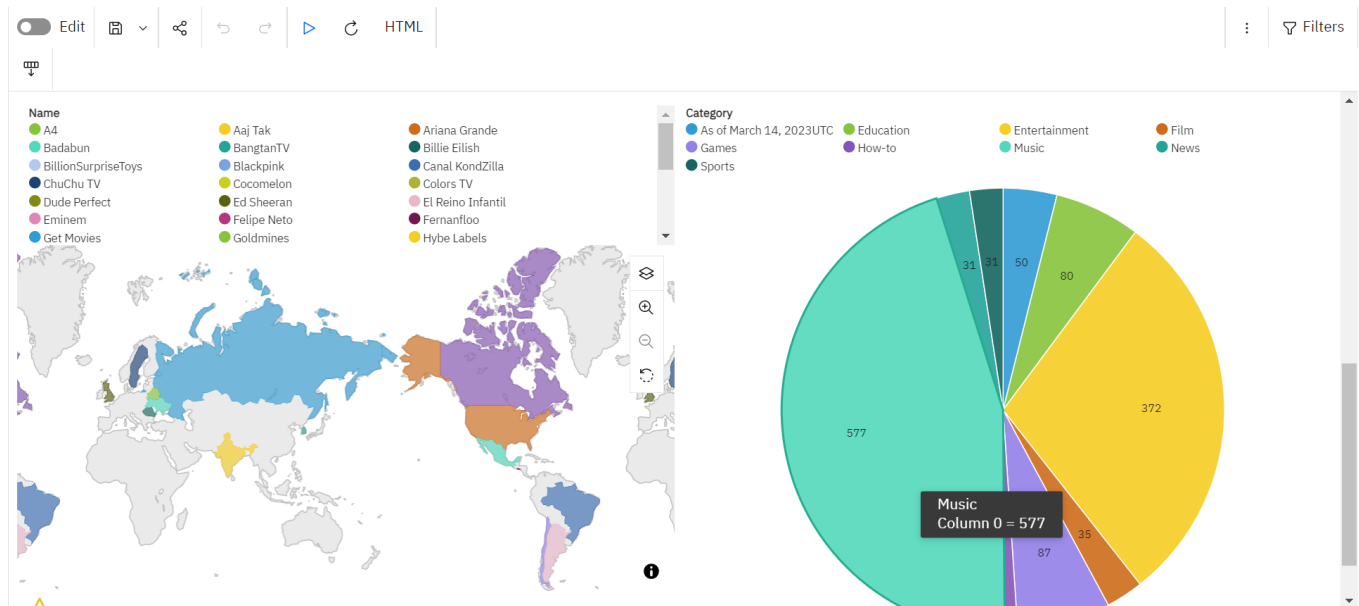


5.Report:

A report is a document that presents information in a specific format and layout, usually based on data from a database or other data source. A report in IBM Cognos can contain various elements, such as tables, charts, graphs, and images, as well as text and data elements, and it is designed to be used by business users to help them better understand their data and make informed decisions.

There are several different types of reports available in IBM Cognos, including list reports, crosstab reports, chart reports, and report studio reports, among others. The type of report that you choose will depend on the specific needs and requirements of your organization, as well as the data that you need to present.





6.ADVANTAGES:

- Performance Analysis
- Strategic Decision-Making
- Sponsorship and Revenue Generation

7.DISADVANTAGES:

- Data Accuracy and Reliability
- Over Reliance on Data
- Privacy and Ethical Concerns
- Technical Challenges and Costs
- Decision-Making Complexity

8. CONCLUSION :

In conclusion, sports data analytics brings numerous advantages to the Olympics, including improved performance analysis, strategic decision-making, injury prevention, enhanced fan engagement, referee and judging support, and sponsorship opportunities. However, it is essential to be mindful of the potential disadvantages associated with data accuracy, overreliance on data, privacy and ethical concerns, technical challenges and costs, decision-making complexity, and the potential imbalance in fan experiences.

By addressing these challenges effectively, the Olympics can harness the power of data analytics to create a more informed, engaging, and fair sporting experience for athletes, coaches, officials, and fans alike. Striking a balance between data-driven insights and traditional aspects of sports is key to leveraging the full potential of

sports data analytics in the Olympic Games and ensuring its positive impact on the world of sports.

9.FUTURE SCOPE:

The future scope of sports data analytics in the Olympics is promising, with several areas of potential growth and advancement:

Advanced Analytics Techniques:

As technology evolves, there will be continuous advancements in analytics techniques. Machine learning, artificial intelligence, and predictive modeling will become more sophisticated, allowing for more accurate and comprehensive analysis of sports data. This will enable coaches, athletes, and decision-makers to gain deeper insights and make more precise predictions

Integration of Wearable Technology:

Wearable technology, such as smartwatches, fitness trackers, and biometric sensors, will continue to play a significant role in sports data analytics. These devices can provide real-time data on an athlete's performance, health metrics, and movement patterns.

The integration of wearable technology with analytics platforms will enhance data collection and analysis, leading to more personalized training programs and injury prevention strategies.

Virtual Reality and Augmented Reality Experiences:

Virtual reality (VR) and augmented reality (AR) technologies have the potential to revolutionize fan engagement during the Olympics. These immersive technologies can provide fans with interactive experiences, allowing them to virtually experience the sports events, access real-time statistics, and even simulate competing alongside their favorite athletes. VR and AR applications can enhance the overall viewing experience and provide unique opportunities for sponsors and advertisers.

10. APPENDIX :

GitHub :

<https://github.com/Manikandanpythonjs/Subscribers-Galore-Exploring-The-World-s-Top-YouTube-Channels>

Project Video Demo Link:

<https://drive.google.com/file/d/1QSUQstpCho6NzodUXFgYYIgcCWX4JjyY/view?usp=sharing>